Log: Week 1

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This week I have:

- Re-familiarised myself with my code base & what I have implemented up until to now

- Implemented a linear ranked selection function of the same shape as the existing roulette wheel (fitness proportional) selection.

    - I have also reworked the `GA` and `CGA` function types to allow for specification of selection operator and ranking function of `ranked_selection`.

- Working on parellelising `bezInt` function, currently runs `async` allowing for better average case runtime but running on multiple threads will increase speedup further. Currently this method alone results in a ~50x slowdown!